

Fig. 1

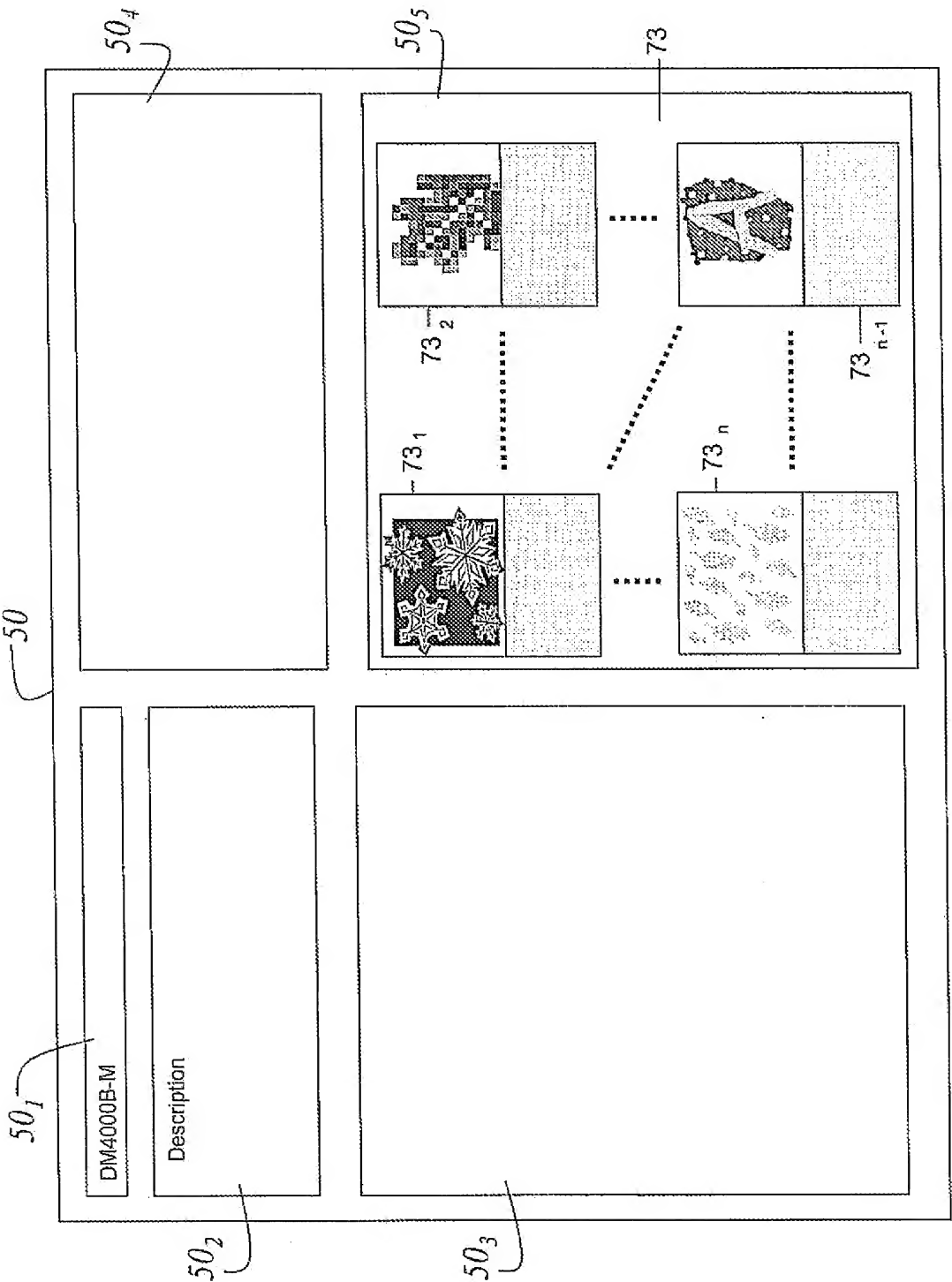


Fig. 2

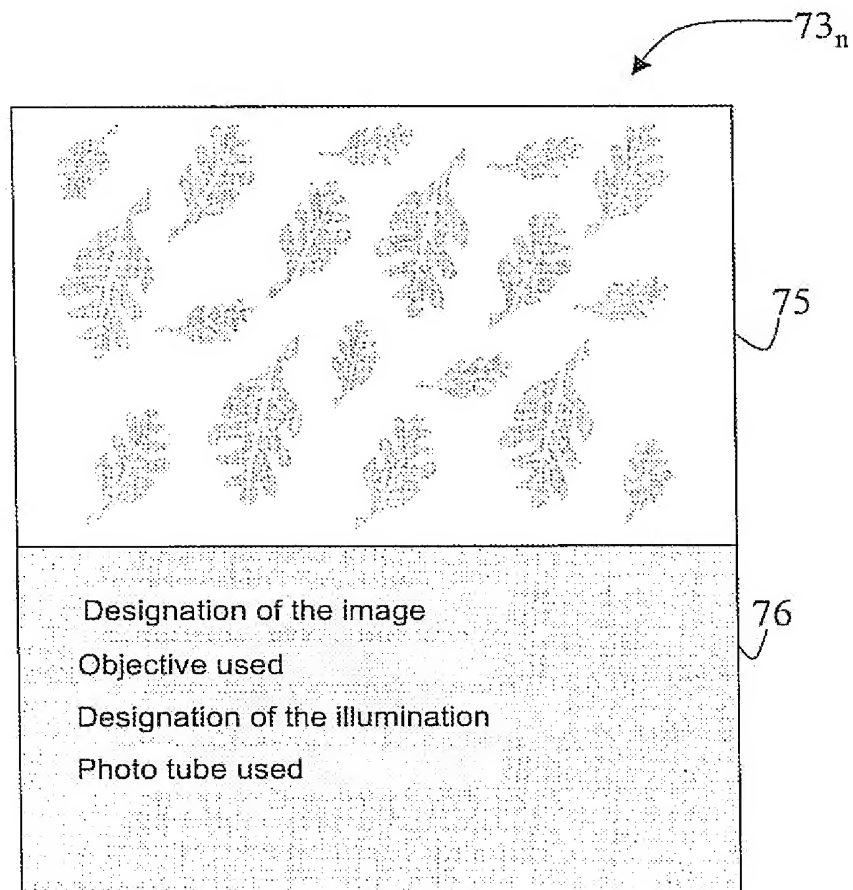


Fig. 4

Property	Status
CONTRASTING_METHOD	OK
MICROSCOPE_NOSEPIECE	not set
MICROSCOPE_MAGNIFICATION_CHANGER	not implemented
MICROSCOPE_LAMP	OK
MICROSCOPE_TL_FIELD_DIAPHRAGM	OK
MICROSCOPE_TL_APERTURE_DIAPHRAGM	OK
MICROSCOPE_TL_SHUTTER	OK

Fig. 6

Figure 1 is a schematic diagram of a graphical user interface (GUI) for a property management system. The GUI is divided into three main sections. The top section, labeled 100, is a table with two columns: 'Property' (labeled 101) and 'Status' (labeled 102). The table has seven rows. The bottom section, labeled 103, contains two buttons: 'OK' and 'Cancel'. The middle section, labeled 104, contains three rows of text input fields, each preceded by a label: 'X value', 'Y value', and 'Z value'. To the right of these input fields is a checkbox, labeled 105, which is currently checked.

Fig. 7